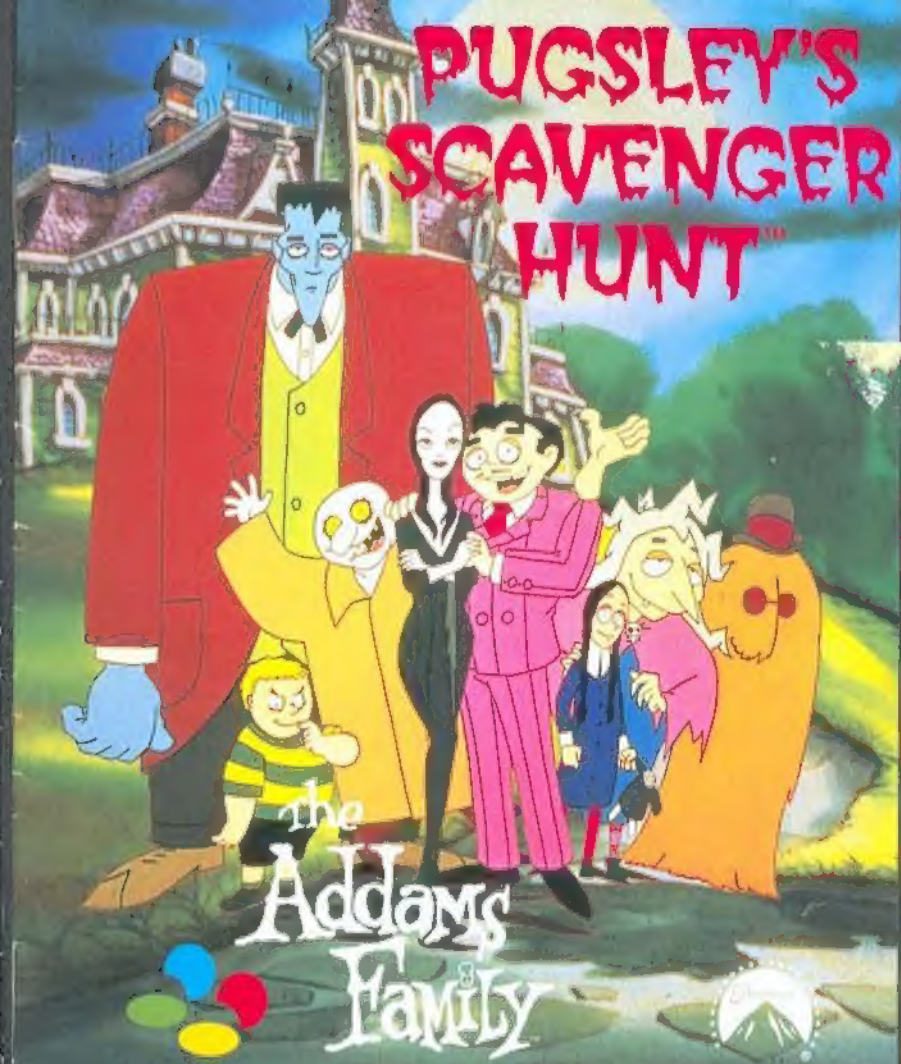
OCEAN EUROPE LTD

DISTRIBUTED BY:
OCEAN EUROPE LIMITED
2, CASTLE STREET
CASTLEFIELD
MANCHESTER
M3 4LZ
ENGLAND

© 1992 H-B Productions. All rights reserved.
Based on the characters created by Charles Addams.
TM designates a trademark of Paramount Pictures.

PRINTED IN JAPAN

PUGSLEY'S SCAVENGER HUNT™



the Addams Family

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

PAL VERSION

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

© 1992 H-B Productions. All rights reserved.
Based on the characters created by Charles Addams.
TM designates a trademark of Paramount Pictures.
Ocean is a registered trademark
of Ocean Software Limited.

LICENSED BY

Nintendo

NINTENDO ®, SUPER NINTENDO ENTERTAINMENT SYSTEM™ THE NINTENDO PRODUCT SEALS AND OTHER MARKS DESIGNATED AS "TM" ARE TRADEMARKS OF NINTENDO.

Original Nintendo Seal of Quality

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

PUGSLEY'S SCAVENGER HUNT™

CONTENTS

Pugsley's Scavenger Hunt ____ 2
Setting Up ____ 3
Your Controls ____ 4
Playing The Game ____ 6

PUGSLEY'S SCAVENGER HUNT

As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious!

Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them.

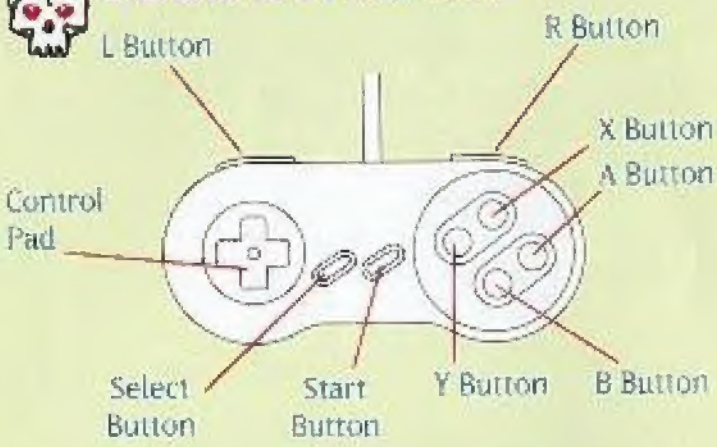
Traps, traps, traps you say! Well , yes. What else would add so much lovely horror to this unnaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

Let's not forget all the money that Pugsley will be able to gather on his way. There's even magic money which will have an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky ...it's Pugsley's Scavenger Hunt! En garde!

SETTING UP

Insert the game Pak into the Super Nintendo Entertainment System and turn the POWER switch ON. The Title Screen will appear. If you are playing the game for the first time, just press your START button to begin. If you do nothing, the demonstration mode will begin. Press any button to quit this mode.

YOUR CONTROLS



CONTROL PAD LEFT Moves Pugsley left.

CONTROL PAD RIGHT Moves Pugsley right.

CONTROL PAD UP Makes Pugsley climb up a rope or chain. This also makes Pugsley enter a room. Press the pad up in front of a door to enter it. Doors at the side of the screen may be entered by simply walking into them.

CONTROL PAD DOWN Makes Pugsley duck. Makes Pugsley climb down a rope or chain.

CONTROL PAD DOWN & LEFT/RIGHT Makes Pugsley crawl. This is useful for squeezing through small gaps.

BUTTON B Press this button to make Pugsley jump. Holding the button down longer will make him jump higher. Pugsley can still move left and right while in mid-air, so he can jump around corners (spooky!).

BUTTON Y This button will make Pugsley run when he moves left and right. The longer the button is held, the faster Pugsley runs.

SELECT BUTTON Press the Select button to pause the game and view the information screen. The information screen shows you what items you have collected and which items still need to be found. Also shown is your current score, number of coins collected and number of lives remaining. This button will also resume play when game is paused.

START BUTTON Press Start to pause and unpause the game.

PLAYING THE GAME

As Pugsley searches the mansion, he will encounter the following:

SWITCHES

There are various types of switches in the Addams' household which Pugsley must use to progress. Switches can cause various effects. Usually they make blocks appear and disappear.
Some switches must be head-butted to activate them. Others must be stood on or touched.
There is one group of switches which are not so simple... They must be hit in the correct order. There is a clue in the sound they make. See if you can work it out!

MONEY

Pugsley can find dollars everywhere! They pop up from the floor, and drop from the ceiling when Pugsley finds the hidden switch.
After collecting 25 dollars, Pugsley is rewarded with a heart to replenish any energy he may have lost.
When Pugsley collects the magical 100 dollars, he gains an extra life.

HEARTS

Hearts can be collected to restore Pugsley's energy by one unit. Some hearts are hidden, while others float up and must be grabbed before they go out of reach.

1UP

The rare and valuble 1 UP symbol can be collected to gain an extra life.

© 1992 H-B PRODUCTIONS. ALL RIGHTS RESERVED. BASED ON THE CHARACTERS CREATED BY CHARLES ADDAMS. TM DESIGNATES A TRADEMARK OF PARAMOUNT PICTURES. GAME PROGRAM © 1992 OCEAN SOFTWARE LIMITED. OCEAN IS A REGISTERED TRADEMARK OF OCEAN SOFTWARE LIMITED.